

CLAIMS

The invention is hereby claimed as follows:

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1. A gaming device comprising:
- an initial award offered to a player having a value;
 - a plurality of masked awards, one of said masked awards being an enticement award having a value greater than the value of said initial award, and one of said masked awards being a consolation award having
 - 10 a value less than the value of said initial award;
 - means for disclosing information about said awards to said player including that one of said masked awards is an enticement award having a value greater than said value of said initial award; and
 - means for enabling said player to keep said initial award or to
 - 15 select another masked award.
2. The gaming device of Claim 1, wherein said disclosure means includes means for informing said player of the value of said initial award.
- 20 3. The gaming device of Claim 1, wherein said disclosure means includes means for informing said player of the value of said enticement award.

10 A method for operating a gaming device, said method comprising the steps of:

5 (a) offering an initial award to a player;

(b) displaying a plurality of masked awards to said player;

(c) disclosing to said player that one of said masked awards has a value greater than the value of said initial award;

(d) providing one of said masked awards such that it has a value less than the value of said initial award; and

10 (e) enabling said player to select to keep said initial award or to select one of said masked awards.

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20 13. The method of Claim 10, which includes disclosing the value of said
award lower than the initial award to the player before the player's
selection.

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14. The method of Claim 10, which includes disclosing the values of the initial award and the award having a value greater than the initial award to the player before the player's selection.

15. A method for revealing masked awards in a gaming device, said method comprising the steps of:


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- (a) displaying a plurality of masked awards to a player, one of said masked awards having a minimum value less than the values of the other masked awards, one of said masked awards having a maximum value greater than the values of the other masked awards, and at least one of said masked awards having an intermediate value greater than said minimum value and less than said maximum value;
 - 15 (b) enabling said player to select at least one of said masked awards; and
 - (c) revealing said award having an intermediate value first if said player selects said award having said minimum value.

20 16. The method of Claim 15, which includes the step of revealing said award having said maximum value last if said player selects said award having said minimum value.

- 5 (a) displaying a plurality of masked awards to a player, one of said masked awards having a minimum value less than the values of the other masked awards, one of said masked awards having a maximum value greater than the values of the other masked awards, and at least one of said masked awards having an intermediate value greater than said minimum value and less than said maximum value;
- (b) enabling said player to select at least one of said masked awards; and
- 10 (c) revealing an award having an intermediate value first if said player selects another award having an intermediate value.

20. The method of Claim 19, which includes the step or revealing said award having said maximum value last if said player selects said award

15 having an intermediate value.

 21. A method for revealing masked awards in a gaming device, said method comprising the steps of:

- 20 (a) displaying a plurality of masked awards to a player, one of said masked awards having a minimum value less than the values of the other masked awards, one of said masked awards having a maximum value greater than the values of

the other masked awards, and at least one of said masked awards having an intermediate value greater than said minimum value and less than said maximum value;

- (b) enabling said player to select at least one of said masked awards; and
- (c) revealing said award having said maximum value last if said player selects said award having said maximum value.

22. The method of Claim 21, which includes the step of revealing said award having said minimum value first if said player selects said award having said maximum value.

23. The method of Claim 21, which includes the step of revealing an award having an intermediate value first if said player selects said award having said maximum value.

24. The method of Claim 21, which includes the step of randomly determining whether to reveal said award having said minimum value or an award having an intermediate value first if said player selects said award having said maximum value.

25. The method of Claim 24, wherein said random determination includes an equal probability of revealing said award having said minimum value or an award having an intermediate value first.

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26. A method for revealing masked awards in a gaming device, said method comprising the steps of:

- 10 (a) displaying a known award and a plurality of masked awards to a player, one of said masked awards having a minimum value less than the values of the other masked awards, one of said masked awards having a maximum value greater than the values of the other masked awards, and at least one of said masked awards having an intermediate value greater than said minimum value and less than said maximum value;
- 15 (b) enabling said player to select said known award or at least one of said masked awards; and
- (c) revealing said award having said maximum value last if said player selects said known award.

20 27. The method of Claim 26, which includes the step of revealing said award having said minimum value first if said player selects said known award.

- (c) revealing all non-selected lower value awards;
- (d) revealing one high value award;
- (e) revealing a selected lower value award; and
- (f) revealing the other high value award.

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32. A method for revealing masked awards in a gaming device, said method comprising the steps of:

- (a) displaying a known award and a plurality of masked awards to a player, two of said masked awards having higher values than said known award, and a plurality of said masked awards having a lower value than said known award;
- (b) enabling said player to select said known award or at least one of said masked awards;
- (c) revealing all but one lower value award;
- (d) revealing a non-selected high value award;
- (e) revealing a remaining lower value award; and
- (f) revealing a selected high value award.

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33. A system for revealing masked awards in a gaming device, said system comprising:

Conclusion
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a player award provided by said gaming device to a player, said player award being selected from a plurality of awards, and said player award being revealed after another award is revealed; and

5 a highest valued award having the highest value compared to values of a plurality of awards, said highest valued award being revealed last.

34. The system of Claim 33, which includes a primary display device connected to a controller of said gaming device, said primary display
10 device including a plurality of player selectable masked awards and means for revealing at least one of said awards.

35. The system of Claim 33, which includes a secondary display device connected to a controller of said gaming device, said secondary display
15 device including means for revealing at least one of said masked awards.

36. The system of Claim 35, wherein said revealing means includes at least one mechanical door that opens to disclose at least one of said masked awards.

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37. The system of Claim 34, which includes a secondary display device connected to said controller, said secondary display device including at

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